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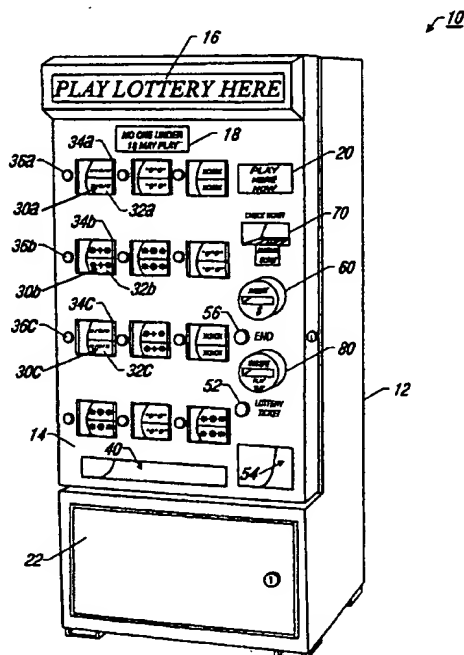
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(54) Title: GAMING TICKET DISPENSING AND VERIFICATION DEVICE AND METHOD



(57) Abstract: An apparatus and method for dispensing and verifying gaming tickets includes an instant ticket dispenser (30) for dispensing an instant gaming ticket (32) to a player at a request of the player, and a printer (50) for dispensing a lottery ticket to the player at a request of the player. A ticket checking device (70) is capable of determining whether either the instant gaming ticket (32) or the lottery ticket is a winning ticket based on information on the instant gaming ticket (32) or the lottery ticket read by the ticket checking device (70). The ticket checking device (70) may also include a separate instant ticket checking device (72) and a separate lottery ticket checking device (74).

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GAMING TICKET DISPENSING AND VERIFICATION DEVICE AND METHODBackground of the Invention

5 The invention relates to a gaming device and method, and in particular, a multi-functional gaming ticket dispensing and verification device and method.

 Gaming tickets, including lottery tickets and instant tickets such as scratch off tickets, are frequently
10 sold at authorized gaming locations, e.g., retail establishments and casinos. A lottery ticket is typically issued to a player by the proprietor of a retail establishment or casino using an on-line point of sale terminal, which prints game numbers on the ticket at the
15 request of the player. A scratch off instant ticket is typically sold to a player by the proprietor of a retail establishment or casino, who detaches a previously manufactured instant ticket from a roll of instant tickets. Both lottery tickets and instant tickets may contain machine
20 readable information such as alphanumeric characters and bar codes that contain ticket information and that may be used to activate the process of redeeming tickets that are believed to be winning tickets.

 A player plays a lottery game by comparing winning
25 numbers, which are drawn by a gaming authority, to the game numbers printed on the player's lottery ticket to determine whether the lottery ticket is a winning ticket. A player plays an instant game by scratching off one or more areas of the scratch off instant ticket, which are covered by an
30 opaque, removable coating, to determine whether the ticket is a winning ticket based on game information on the instant ticket itself. Winning lottery tickets and instant tickets may be redeemed for prizes, including monetary prizes, at a central location of the gaming authority or at the
35 authorized gaming locations by presenting a winning ticket

to the proprietor of the retail establishment or casino to verify the winning status of the ticket and to authenticate the ticket, i.e., to ensure that the ticket has not been tampered with or altered. For a lottery ticket, the proprietor may use an on-line terminal to read machine readable information from the lottery ticket to determine the validity and authenticity of the ticket. For an instant ticket, the proprietor may use the same or a different on-line terminal to read machine readable information from the instant ticket to determine the validity and authenticity of the ticket.

Summary of the Invention

In general, in one aspect, the invention features an apparatus for dispensing and verifying gaming tickets. An instant ticket dispenser dispenses an instant gaming ticket to a player at a request of the player, and a printer dispenses a lottery ticket to the player at a request of the player. A ticket checking device is capable of determining whether either the instant gaming ticket or the lottery ticket is a winning ticket based on information on the instant gaming ticket or the lottery ticket read by the ticket checking device.

Implementations of the invention may also include one or more of the following features. The apparatus may include a random number generator for randomly determining game numbers for the lottery ticket. The apparatus may include a money acceptor for receiving money from the player to purchase the instant gaming ticket or the lottery ticket. The apparatus may also include a display for indicating to the player whether the instant gaming ticket or the lottery ticket is a winning ticket.

The apparatus may include a microprocessor for controlling operation of the instant ticket dispenser, the

printer and the ticket checking device. A central gaming processor in communication with the microprocessor may determine whether the instant gaming ticket or the lottery ticket is a winning ticket. The central gaming processor
5 may communicate with the ticket microprocessor over a digital communications network. The central gaming processor may include a database for storing ticket information relating to the instant gaming ticket and the lottery ticket.

10 The apparatus may further include a financial institution in communication with the microprocessor, the financial institution maintaining a financial account of the player by which gaming transactions are made.

In general, in another aspect, the invention
15 features an apparatus for dispensing and verifying gaming tickets. An instant ticket dispenser dispenses an instant gaming ticket to a player at a request of the player, and a printer dispenses a lottery ticket to the player at a request of the player. An instant ticket checking device is
20 capable of determining whether the instant gaming ticket is a winning instant gaming ticket based on information on the instant gaming ticket read by the instant ticket checking device. A lottery ticket checking device is capable of determining whether the lottery ticket is a winning lottery
25 ticket based on information on the lottery ticket read by the lottery ticket checking device.

Implementations of the invention may also include one or more of the following features. The apparatus may include a microprocessor for controlling operation of the
30 instant ticket dispenser, the printer, the instant ticket checking device and the lottery ticket checking device.

The apparatus may include a central gaming processor in communication with the microprocessor for determining

whether the instant gaming ticket or the lottery ticket is a winning ticket. The central gaming processor may communicate with the microprocessor over a digital communications network. The central gaming processor may
5 include a database for storing ticket information relating to the instant gaming ticket and the lottery ticket.

The apparatus may include a financial institution in communication with the microprocessor, the financial institution maintaining a financial account of the player by
10 which gaming transactions are made.

In general, in another aspect, the invention features a method of dispensing and verifying gaming tickets. Either an instant gaming ticket or a lottery ticket is dispensed from a gaming device at a request of a
15 player. Information about the dispensed instant gaming ticket or lottery ticket is stored at a location remote from the gaming device. The dispensed instant gaming ticket or lottery ticket is placed into a ticket checking device connected to the gaming device, the ticket checking device
20 being capable of reading information on the dispensed instant gaming ticket or lottery ticket. Information on the dispensed instant gaming ticket or lottery ticket is compared to the information stored at the remote location. An indication whether the dispensed instant gaming ticket or
25 lottery ticket is a winning ticket is provided based on the comparison of the information on the dispensed instant gaming ticket or lottery ticket to the information stored at the remote location.

Implementations of the invention may also include
30 one or more of the following features. The presence of the dispensed instant gaming ticket or lottery ticket in the ticket checking device may be detected.

The information read from the dispensed instant gaming ticket or lottery ticket may be converted into digital data, which is transmitted to the remote location. The digital data may be formatted for secure transmission to the remote location.

The indication whether the dispensed instant gaming ticket or lottery ticket is a winning ticket may be transmitted from the remote location. The indication whether the dispensed instant gaming ticket or lottery ticket is a winning ticket may include displaying the indication to the player.

The player may be awarded a currency prize or a voucher to redeem a prize from the gaming device. The information about the dispensed instant gaming ticket or lottery ticket stored in the remote location may be sent from the gaming device to the remote location. Money from the player to dispense the instant gaming ticket or lottery ticket from the gaming device may also be accepted.

The present invention has the advantage that a single device may be used for both dispensing and verifying instant gaming tickets and lottery tickets.

The present invention has the further advantage that both the dispensing and verifying functions for instant gaming ticket and lottery tickets may be performed by a player without requiring the presence of a proprietor at an authorized gaming location.

Other features and advantages of the invention will become apparent from the following detailed description, and from the claims.

Brief Description of the Drawings

Fig. 1 is a perspective view of a multi-functional gaming ticket dispensing and verification device according to the present invention.

Fig. 2 is a diagrammatic sketch of the components and system connections of the gaming ticket dispensing and verification device of Fig. 1.

5 Figs. 3A and 3B are a flow chart showing a method of purchasing an instant gaming ticket or a lottery ticket using the gaming ticket dispensing and verification device of Fig. 1.

10 Figs. 4A and 4B are a flow chart showing a method of using the gaming ticket dispensing and verification device of Fig. 1 to verify the winning status of an instant gaming ticket or a lottery ticket of a type issued by the device.

Description of the Preferred Embodiments

15 The present invention relates to a device capable of both dispensing and verifying instant gaming tickets and lottery tickets. The device may be used to carry out ticket purchase transactions and ticket verification transactions.

As shown in Fig. 1, multi-functional gaming device 10 includes a housing 12 with a player transaction area 14. Gaming device 10 includes a variable display 20 for
20 interacting with a player making gaming transactions using gaming device 10. Display 20 may be a liquid crystal display, a touchscreen, or an arrangement of light emitting diodes which form characters, including letters, numbers and typographical symbols. Display 20 may be used, e.g., to
25 indicate how much monetary credit is stored in gaming device 10 for purchasing tickets, whether a ticket checked by the player is a winning ticket, and instructions for redeeming a winning ticket. Gaming device 10 may also include fixed display areas 16 and 18, such as a point-of-sale display to
30 attract players to gaming device 10 or for providing warnings or other pertinent gaming information to players. Gaming device 10 may further include a secure storage area 22 for storing supplies such as paper for printing lottery

tickets and through which access may be had to the electronic components and circuitry of gaming device 10.

Gaming device 10 includes instant ticket dispensers 30a...30c disposed in player transaction area 14. Each
5 instant ticket dispenser includes a roll or packages of previously manufactured instant tickets 32a...32c, each of which may be dispensed singly to the player. Each ticket dispenser also includes a transparent window 34a...34c through which the player can see the type of instant tickets
10 in the dispenser and a ticket selection button 36a...36c which the player presses to select a ticket to be dispensed from the instant ticket dispenser. The ticket dispensers may detach the instant tickets from rolls 32a...32c and dispense the detached instant tickets or the packages of
15 instant tickets into a bin 40 through which the instant tickets are delivered to the player. Instant tickets issued from dispensers 30a...30c preferably contain machine readable information, such as alphanumeric characters and a bar code, which are used to verify and authenticate instant
20 tickets believed to be winning tickets, and which may be further used to actuate the process of redeeming a winning ticket.

Gaming device 10 includes a printer 50 (Fig. 2) which prints lottery tickets one at a time at the request of
25 the player, similar to an on-line point of sale lottery terminal. Printer 50 may also be used to print other gaming transaction receipts such as monetary vouchers to be redeemed for currency by an authorized gaming location. The player purchases a lottery ticket by pressing a lottery
30 ticket button 52 in player transaction area 14. Printer 50 prints the lottery ticket and feeds the ticket into a bin 54 through which the printed ticket is delivered to the player. The lottery tickets dispensed by gaming device 10 are

preferably quick-pick tickets, for which the game numbers are automatically randomly selected for the player. Alternatively, the player may select the game numbers for a lottery ticket by filling out a machine readable form, e.g.,
5 a form containing areas designated with "bubbles" in which the player places pencil or pen markings, which may be inserted into, read, and processed by a play slip reader 80. The printed lottery tickets also preferably contain machine readable information, such as alphanumeric characters and a
10 bar code, which are used to verify and authenticate lottery tickets believed to be winning tickets, and which may be further used to actuate the process of redeeming a winning ticket.

Player transaction area 14 includes a money acceptor
15 60 which may be a currency bill acceptor, a coin acceptor, or a combination of both of these. Alternatively, money acceptor 60 may be a device for receiving and reading information from monetary vouchers issued by an authorized gaming location. Money acceptor 60 can accept currency or
20 vouchers, determine the value of the currency or voucher accepted, and determine whether or not the currency or voucher is authentic. Authentic currency and vouchers are stored within gaming device 10, and the value of the currency or voucher accepted is stored as a monetary credit
25 amount which may be used by the player to make ticket purchase transactions. Fraudulent currency or vouchers are ejected by gaming device 10 through either money acceptor 60 or a separate return receptacle such as bin 40.

Alternatively, money acceptor 60 may be a credit
30 card, debit card reader or a reader of smart cards or other player gaming cards. For example, the player inserts a credit card or debit card associated with a financial account 152 into the card reader (Fig. 2). The card reader

reads an account identifier associated with the account from the card and, by communicating with a financial institution 150 maintaining the account, determines whether the player has sufficient funds in the account to cover the purchase price of at least one ticket for making a ticket purchase transaction.

Gaming device 10 also includes a ticket checking device 70, which may include separate or unified instant ticket checker 72 and lottery ticket checker 74 (Fig. 2), in 10 player transaction area 14. Ticket checking device 70, i.e., instant ticket checker 72 and lottery ticket checker 74, perform the function of on-line terminals used to verify gaming tickets.

Instant ticket checker 72 is capable of reading 15 information printed on an instant ticket, including machine readable alphanumeric characters and a machine readable bar code, and converting the read information into digital data. Instant ticket checker 72 may be used by the player according to instructions provided to the player on player transaction area 14 to verify that an instant ticket played 20 by the player is a winning ticket. Instant ticket checker 72 may also be used to authenticate the instant ticket, i.e., to determine that the instant ticket has not been tampered with or altered. Instant ticket checker 72 may be 25 used to verify and authenticate instant tickets dispensed by gaming device 10 or by other similar devices or through retail distribution channels.

Lottery ticket slip checker 74 is capable of reading information printed on a lottery ticket, including machine 30 readable alphanumeric characters and a machine readable bar code, and converting the read information into digital data. Lottery ticket checker 74 may be used by the player to verify that a lottery ticket issued to the player is a

winning ticket. Lottery ticket checker 74 may also be used to authenticate the lottery ticket. Lottery ticket checker 74 may also be used to verify and authenticate lottery tickets dispensed by gaming device 10 or by other similar devices or through retail distribution channels.

Player transaction area 14 further includes an "end" button 56 which is used to indicate that the player has completed a ticket purchase transaction. Pushing end button 56 may cause any excess currency in money acceptor 60 to be released to the player through bin 40, cause printer 50 to print a monetary voucher for redemption by the authorized gaming location, or terminate the gaming device's ability to deduct further funds from the player's financial account 152.

As shown in Fig. 2, the component devices within gaming device 10 are controlled by a microprocessor 100. Microprocessor 100 is capable of bidirectional digital communication with variable display 20, instant ticket dispensers 30a...30c, printer 50, money acceptor 60, instant ticket checker 72 and lottery ticket checker 74 to control the operation of and to transmit and receive data from these component devices. Communications between microprocessor 100 and the component devices may be via a data bus 106. Microprocessor 100 has an associated memory 102 for temporary storage of data during a ticket purchase transaction or a ticket verification transaction. Microprocessor 100 may also have an associated random number generator 104 for generating game numbers for quick-pick lottery tickets purchased from gaming device 10.

Winning ticket information, as well as information for verifying and authenticating gaming tickets, is stored in a central gaming processor 130. Central gaming processor 130 may have an associated database 132 for storing

information such as the serial numbers and gaming information for instant tickets, and ticket numbers and game numbers for issued lottery tickets. Central gaming processor 130 may also have a random number generator 134
5 used to issue quick-pick lottery tickets instead of random number generator 104.

Microprocessor 100 communicates with central gaming processor 130 over a network 120 via a modem 110 or other electronic communications device capable of transmitting and
10 receiving digital data over a communications network. Network 120 may be any digital communications network, external network or extranet, such as the public telephone network, the Internet, a wireless digital cellular network, satellite communications or radio link. Microprocessor can
15 also communicate over network 120 with the player's financial institution 150 to obtain information about and to deduct ticket purchase amounts from the player's financial account 152.

Figs. 3A and 3B show a method 200 of purchasing an
20 instant gaming ticket or a lottery ticket using gaming device 10. The player inserts currency, a voucher, or a credit card, debit card, smart card, or other player card, into money acceptor 60 (step 210). The money acceptor determines a monetary credit amount available to the player
25 for making ticket purchase transactions or obtains a credit approval for the player to make ticket purchase transactions (step 220). Money acceptor 60 sends a digital data signal to microprocessor 100 to indicate a monetary credit amount received by the money acceptor in the form of currency, a
30 voucher or a credit approval, and the monetary credit amount or credit approval is stored in memory 102 (step 230). The monetary credit amount or credit approval is also displayed to the player on display 20 (step 240).

Microprocessor 100 causes display 20 to provide an instruction to the player to press a button 36a...36c associated with one of instant ticket dispensers 30a...30c to issue an instant ticket from that dispenser, to press
5 lottery ticket button 52 to print and issue a lottery ticket such as a quick-pick ticket, or to insert a machine readable form which has been filled out by the player into play slip reader 80 to obtain a lottery ticket (step 250). The player selects a ticket to purchase by pressing one of the buttons
10 36a...36c or 52 on the gaming device as instructed by display 20 (step 260). If the player selects an instant ticket from an instant ticket dispenser 30a...30c, an instant ticket is delivered to the player through bin 40 (step 270). If the player selects a lottery ticket,
15 microprocessor 100 instructs printer 50 to print the ticket, which is delivered to the player through bin 54 (step 280). In the case of a quick-pick lottery ticket, the game numbers may be selected by a random number generator associated with either the microprocessor or the central gaming processor
20 (step 285).

Microprocessor 100 sends information about the selected gaming ticket, such as a serial number and game information for an instant ticket, and a ticket number and game numbers for a lottery ticket, to central gaming
25 processor 130 (step 290). Microprocessor 100 communicates with central gaming processor 130 via modem 110. The information received by central gaming processor 130 may be further processed or stored in database 132 (step 300).

Microprocessor 100 also deducts the amount of the
30 ticket purchase from the monetary credit amount stored in memory 102, or instructs financial institution 150 to deduct the ticket purchase price from financial account 152 (step 310), and determines whether there is any remaining monetary

credit (step 320). If there is remaining monetary credit, microprocessor 100 may cause display 20 to again instruct the player to press a button 36a...36c or 52 to purchase another ticket (step 250), or instruct the player to

5 terminate the ticket purchase transaction by pressing end button 56 (step 330). If there is no remaining monetary credit, the ticket purchase transaction terminates (step 335). Any amount of monetary credit not used to purchase tickets may then be delivered to the player, e.g., through

10 bin 40 (step 340), in the form of currency or a voucher to be redeemed by the authorized gaming location. Alternatively, a receipt for the deduction of the ticket purchase price from account 152 may be printed by printer 50 and delivered to the player through bin 54 (step 350). By

15 pressing end button 56, the player ensures that no further deductions will be made from the currency in money acceptor 60 or from the player's financial account, either by the player or by a subsequent player.

Figs. 4A and 4B show a method 400 of using gaming

20 device 10 to verify the winning status of an instant ticket or a lottery ticket of a type issued by gaming device 10. If the ticket is an instant ticket, the player may place the ticket into instant ticket checker 72 or ticket checking device 70 according to the indicated instructions (step

25 410). The instant ticket checker would then determine the presence of the ticket that has been inserted (step 420), and will read the machine readable gaming and verification information from the instant ticket and convert the read information into digital data (step 430). If the ticket is

30 a lottery ticket, the player may insert the ticket into lottery ticket checker 74 of ticket checking device 70 (step 440), which would read the machine readable gaming and

verification information from the lottery ticket and convert the read information into digital data (step 450).

The digital data obtained from the machine readable gaming and verification information by either the instant
5 ticket checker or the lottery ticket checker of the ticket checking device is transmitted to microprocessor 100 (step 460), which formats the data for secure communication with the central gaming processor 130 over network 120 (step 465). The formatted data is transmitted to the central
10 gaming processor (step 470).

Central gaming processor 130 compares received data to the ticket information stored in database 132 to determine whether or not the ticket is a winning ticket (step 480). The central gaming processor sends a return
15 signal over network 120 to microprocessor 100 in gaming device 10 including an indication whether or not the ticket is a winning ticket (step 490). Microprocessor 100 causes display 20 to indicate to the player whether or not the ticket is a winning ticket (step 500). If the ticket is a
20 winning ticket, display 20 may also indicate to the player where the ticket may be taken or sent for redemption (step 510). The ticket is then released and returned to the player by either the instant ticket checker or the lottery ticket checker (step 520). Alternatively, if the prize to
25 be awarded to the winning ticket is a monetary amount less than a predetermined value, e.g., five dollars, the prize may be awarded to the player in the form of currency delivered to the player through bin 80 or a voucher printed by printed printer 50 for redemption by the authorized
30 gaming location, and the ticket is retained by gaming device 10 (step 530).

Other embodiments are within the scope of the following claims.

What is claimed is:

- 1 1. An apparatus for dispensing and verifying
2 gaming tickets, comprising:
3 an instant ticket dispenser for dispensing an
4 instant gaming ticket to a player at a request of the
5 player;
6 a printer for dispensing a lottery ticket to the
7 player at a request of the player;
8 a ticket checking device capable of determining
9 whether either the instant gaming ticket or the lottery
10 ticket is a winning ticket based on information on the
11 instant gaming ticket or the lottery ticket read by the
12 ticket checking device.
- 1 2. The apparatus according to claim 1 further
2 comprising
3 a random number generator for randomly determining
4 game numbers for the lottery ticket.
- 1 3. The apparatus according to claim 1 further
2 comprising
3 a money acceptor for receiving money from the player
4 to purchase the instant gaming ticket or the lottery ticket.
- 1 4. The apparatus according to claim 1 further
2 comprising
3 a display for indicating to the player whether the
4 instant gaming ticket or the lottery ticket is a winning
5 ticket.

1 5. The apparatus according to claim 1 further
2 comprising
3 a microprocessor for controlling operation of the
4 instant ticket dispenser, the printer and the ticket
5 checking device.

1 6. The apparatus according to claim 5 further
2 comprising
3 a central gaming processor in communication with the
4 microprocessor for determining whether the instant gaming
5 ticket or the lottery ticket is a winning ticket.

1 7. The apparatus according to claim 6 wherein the
2 central gaming processor communicates with the ticket
3 microprocessor over a digital communications network.

1 8. The apparatus according to claim 6 wherein the
2 central gaming processor includes a database for storing
3 ticket information relating to the instant gaming ticket and
4 the lottery ticket.

1 9. The apparatus according to claim 5 further
2 comprising
3 a financial institution in communication with the
4 microprocessor, the financial institution maintaining a
5 financial account of the player by which gaming transactions
6 are made.

- 1 10. An apparatus for dispensing and verifying
2 gaming tickets, comprising:
3 an instant ticket dispenser for dispensing an
4 instant gaming ticket to a player at a request of the
5 player;
6 a printer for dispensing a lottery ticket to the
7 player at a request of the player;
8 an instant ticket checking device capable of
9 determining whether the instant gaming ticket is a winning
10 instant gaming ticket based on information on the instant
11 gaming ticket read by the instant ticket checking device;
12 and
13 a lottery ticket checking device capable of
14 determining whether the lottery ticket is a winning lottery
15 ticket based on information on the lottery ticket read by
16 the lottery ticket checking device.
- 1 11. The apparatus according to claim 10 further
2 comprising
3 a microprocessor for controlling operation of the
4 instant ticket dispenser, the printer, the instant ticket
5 checking device and the lottery ticket checking device.
- 1 12. The apparatus according to claim 11 further
2 comprising
3 a central gaming processor in communication with the
4 microprocessor for determining whether the instant gaming
5 ticket or the lottery ticket is a winning ticket.
- 1 13. The apparatus according to claim 12 wherein the
2 central gaming processor communicates with the
3 microprocessor over a digital communications network.

1 14. The apparatus according to claim 12 wherein the
2 central gaming processor includes a database for storing
3 ticket information relating to the instant gaming ticket and
4 the lottery ticket.

1 15. The apparatus according to claim 11 further
2 comprising
3 a financial institution in communication with the
4 microprocessor, the financial institution maintaining a
5 financial account of the player by which gaming transactions
6 are made.

1 16. A method of dispensing and verifying gaming
2 tickets, comprising:
3 dispensing either an instant gaming ticket or a
4 lottery ticket from a gaming device at a request of a
5 player;
6 storing information about the dispensed instant
7 gaming ticket or lottery ticket at a location remote from
8 the gaming device;
9 placing the dispensed instant gaming ticket or
10 lottery ticket into a ticket checking device connected to
11 the gaming device, the ticket checking device capable of
12 reading information on the dispensed instant gaming ticket
13 or lottery ticket;
14 comparing information on the dispensed instant
15 gaming ticket or lottery ticket to the information stored at
16 the remote location; and
17 providing an indication whether the dispensed
18 instant gaming ticket or lottery ticket is a winning ticket
19 based on the comparison of the information on the dispensed
20 instant gaming ticket or lottery ticket to the information
21 stored at the remote location.

1 17. The method of claim 16 further comprising
2 detecting the presence of the dispensed instant
3 gaming ticket or lottery ticket in the ticket checking
4 device.

1 18. The method of claim 16 further comprising
2 converting the information read from the dispensed
3 instant gaming ticket or lottery ticket into digital data;
4 and
5 transmitting the digital data to the remote
6 location.

1 19. The method of claim 18 further comprising
2 formatting the digital data for secure transmission
3 to the remote location.

1 20. The method of claim 16 further comprising
2 transmitting the indication whether the dispensed
3 instant gaming ticket or lottery ticket is a winning ticket
4 from the remote location.

1 21. The method of claim 16 wherein the providing
2 the indication whether the dispensed instant gaming ticket
3 or lottery ticket is a winning ticket includes displaying
4 the indication to the player.

1 22. The method of claim 16 further comprising
2 awarding the player a currency prize from the gaming
3 device.

1 23. The method of claim 16 further comprising
2 awarding the player a voucher from the gaming device
3 to redeem a prize.

1 24. The method of claim 16 further comprising
2 sending the information about the dispensed instant
3 gaming ticket or lottery ticket stored in the remote
4 location from the gaming device to the remote location.

1 25. The method of claim 16 further comprising
2 accepting money from the player to dispense the
3 instant gaming ticket or lottery ticket from the gaming
4 device.

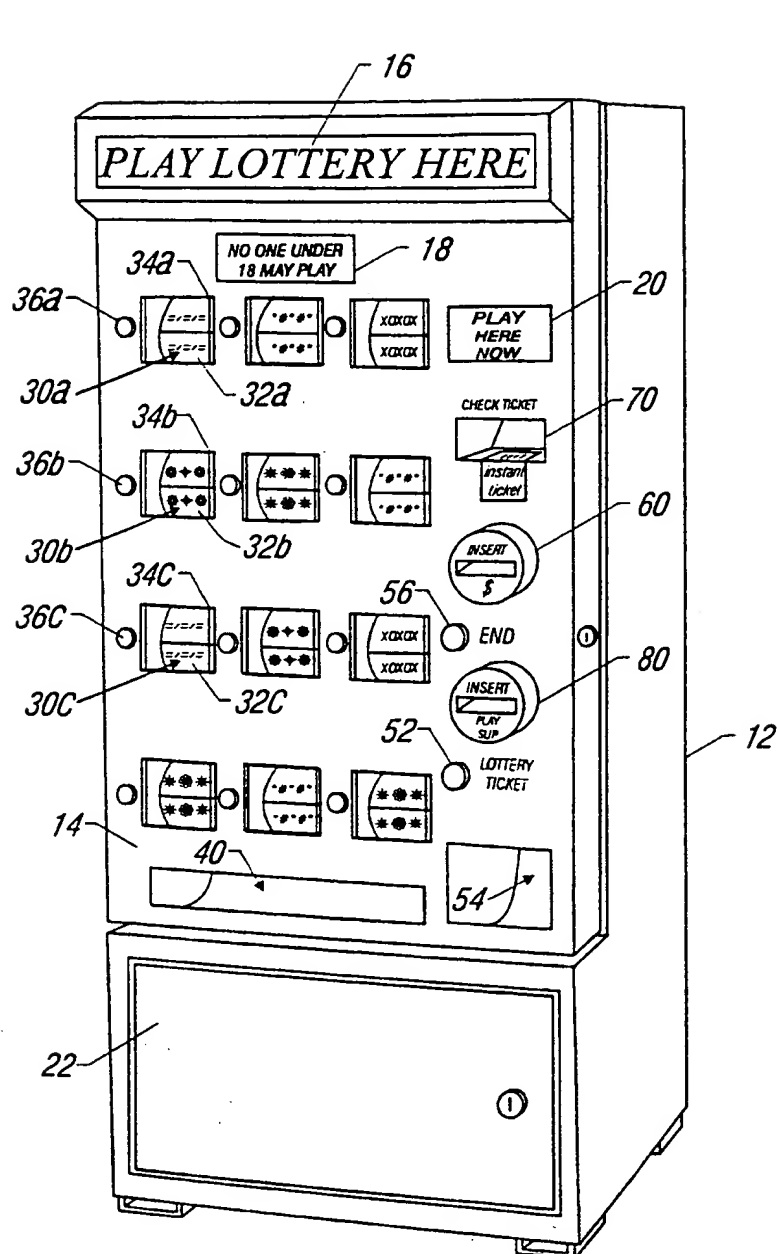
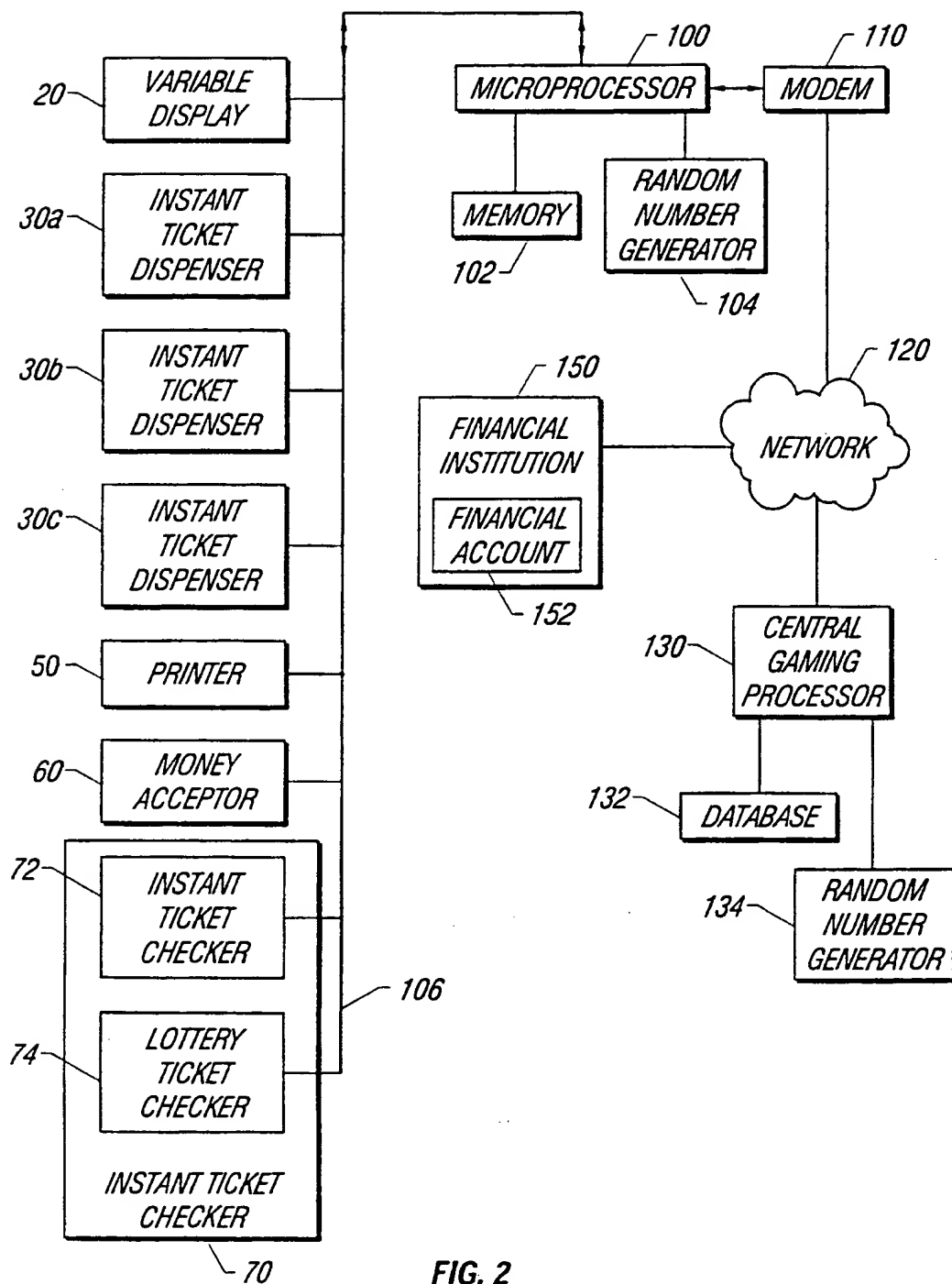


FIG. 1

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3/6

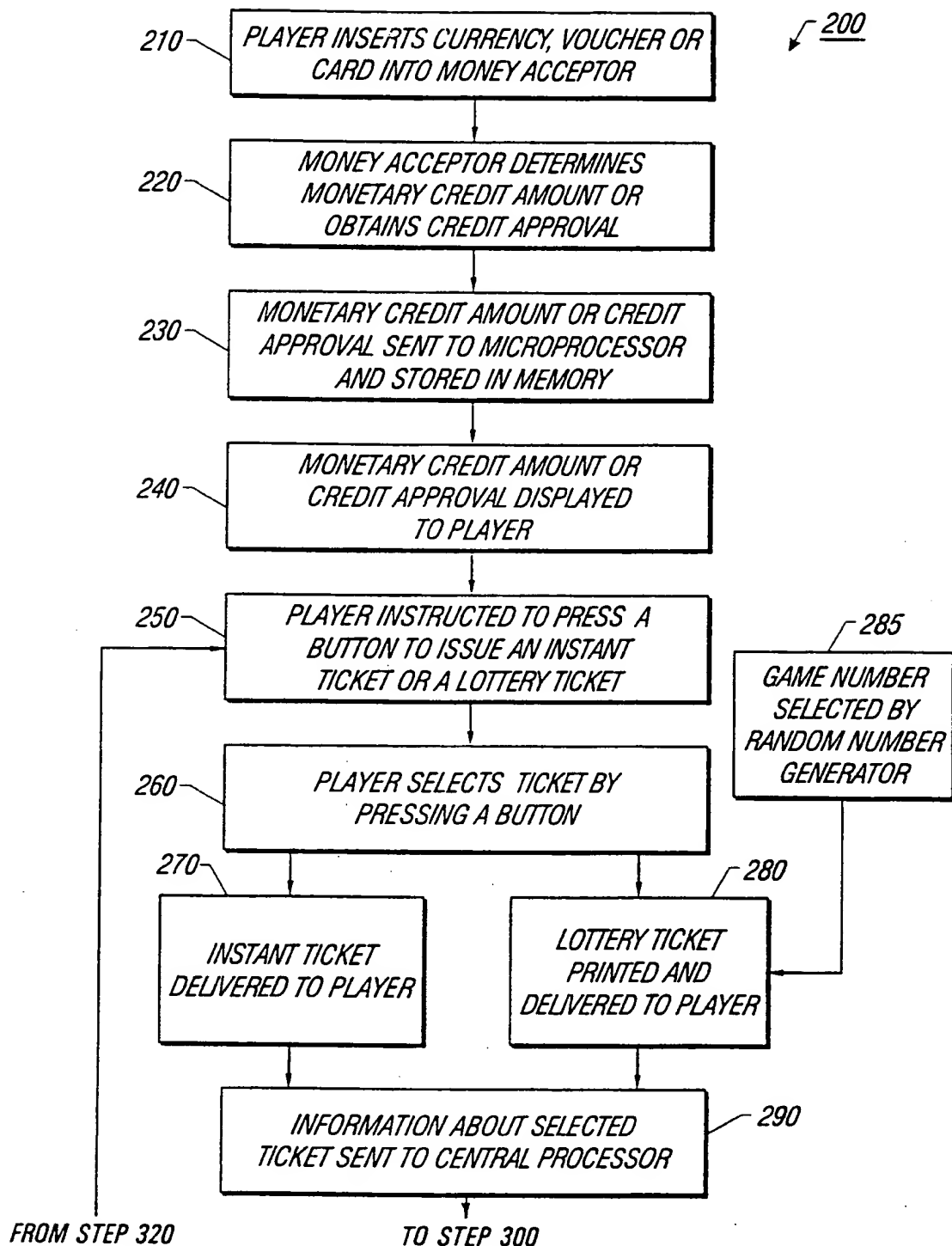


FIG. 3A

4/6

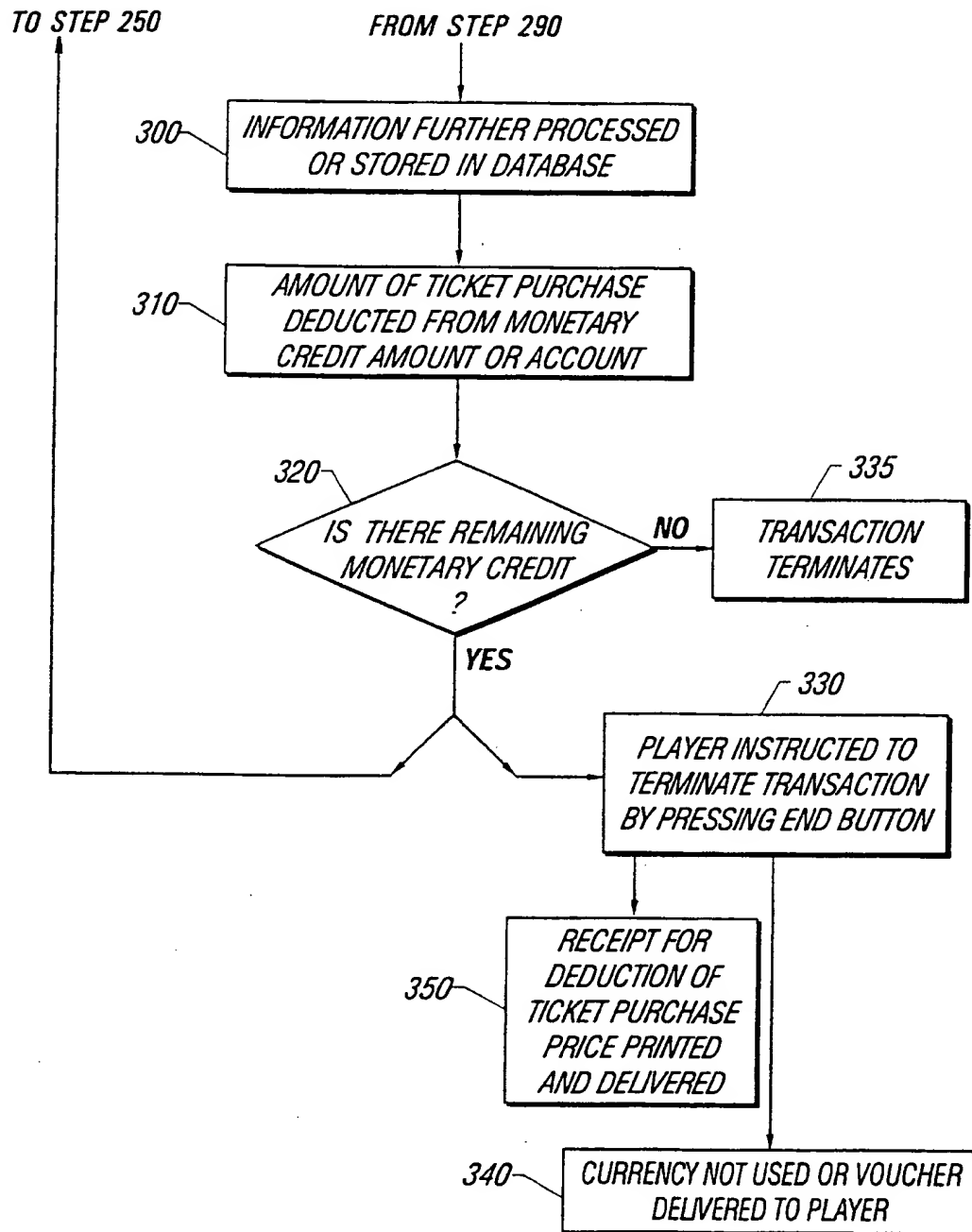


FIG. 3B

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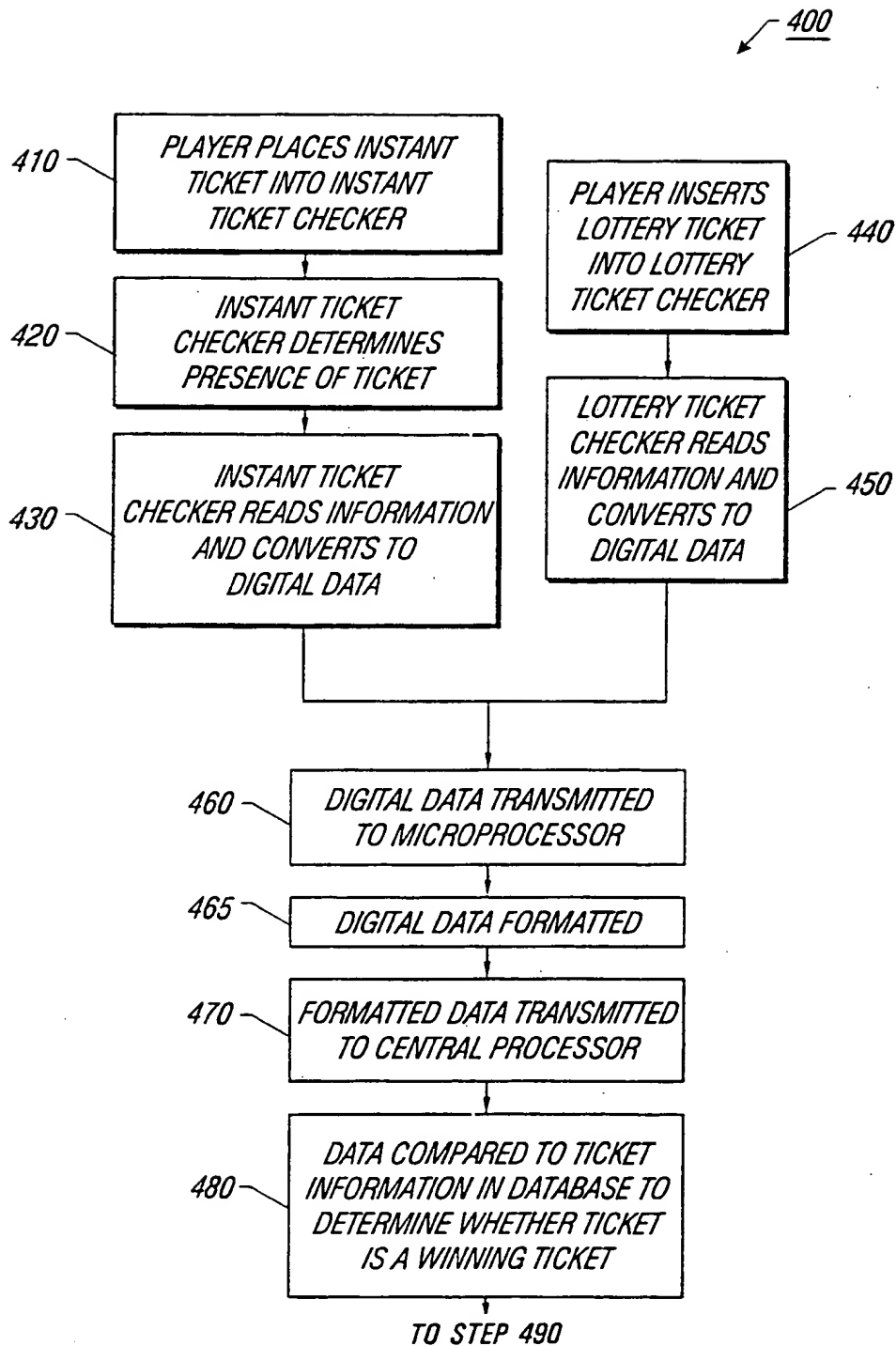


FIG. 4A

6/6

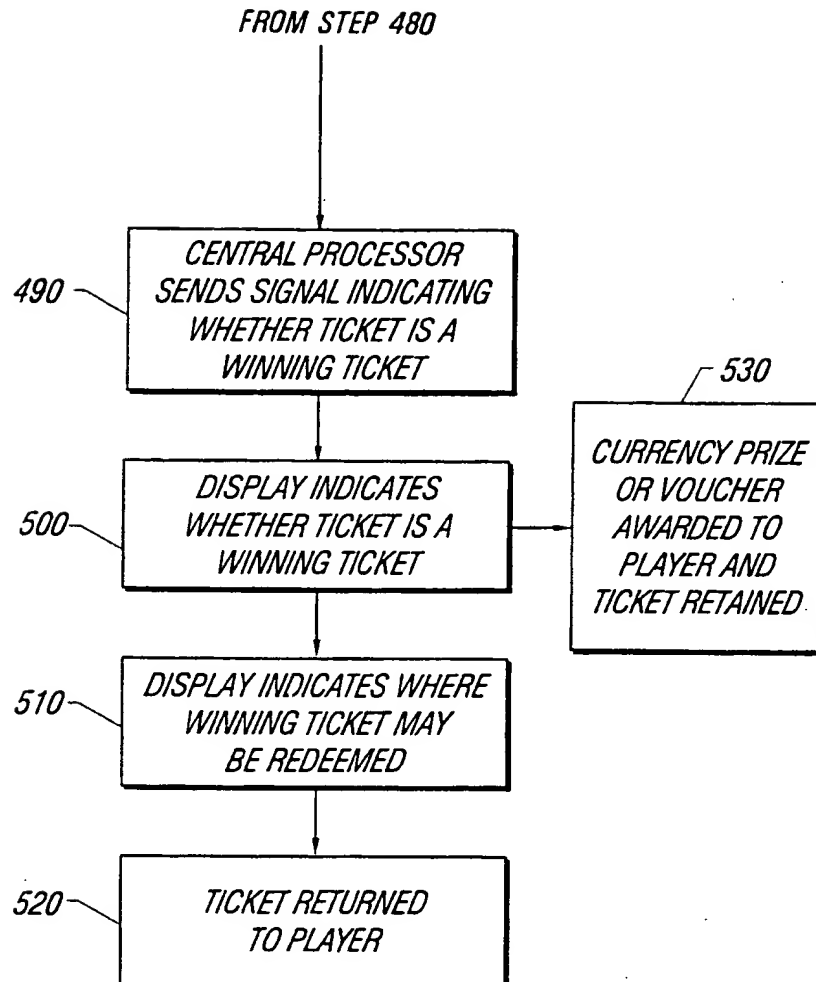


FIG. 4B

INTERNATIONAL SEARCH REPORT

International application No.

PCT/US00/42264

A. CLASSIFICATION OF SUBJECT MATTER

IPC(7) : G06F 17/00

US CL : 463/17

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 463/16, 17, 41, 42; 273/269, 270, 138.1, 139

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
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☐ Further documents are listed in the continuation of Box C.

☐ See patent family annex.

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